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# ENNUMEREIGHT

## ENTERTAINMENT

Move numbers around a circuit to win points  
(ages 7 and up)

by Philip Baker

Requires:

Cassette version (1):  
(APX-10204)

ATARI 410 Program Recorder  
16K RAM

Diskette version (1):  
(APX-20204)

ATARI 810 Disk Drive  
24K RAM

Edition A

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# ENNUMEREIGHT

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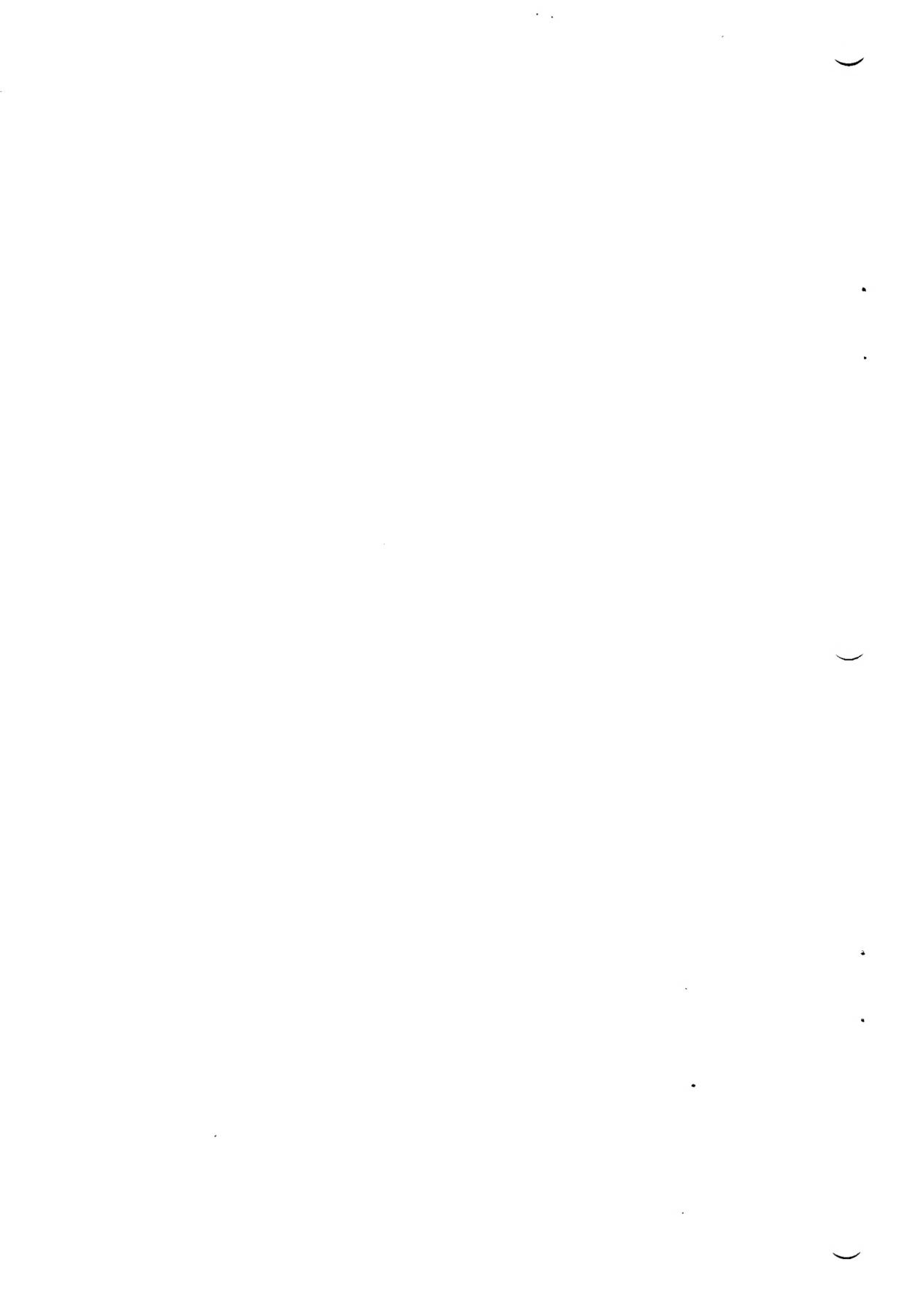
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(APX-20204) 24K RAM

## Edition A



# ENNUMEREIGHT

by

Philip Baker

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## Introduction

### OVERVIEW

ENNUMEREIGHT is a game based on simple arithmetic but filled with artful strategy. Points are won by getting the right combination of numbers in the right places. Victory goes to the player who has calculated the options and chosen the best ones. The rules are simple, but as with many other great games, simple rules hide underlying depths of strategy.

ENNUMEREIGHT can be played by one player (it's as addictive as solitaire), or two, or you can sit back and watch the computer challenge itself to a game. Solo play pits you against the computer; you select the level of challenge.

If you've never played before, it may take a game or two to master the rules and develop winning strategies. While you do, you can enjoy the endless changes of the game board's color scheme. If you tire of a color scheme, press the SPACE BAR for a new set of rainbow colors.

### REQUIRED ACCESSORIES

Cassette version

16K RAM  
ATARI 410 Program Recorder

Diskette version

24K RAM  
ATARI 810 Disk Drive

### CONTACTING THE AUTHOR

Users wishing to contact the author may write to him at:

1 Kelmscott Court  
Aran Drive  
Stanmore  
Middlesex, England

or telephone him at:

01-954 6932

## Getting started

### LOADING ENNUMEREIGHT INTO COMPUTER MEMORY

1. Remove any program cartridge from the cartridge slot of your computer.

2. If you have the cassette version of ENNUMEREIGHT:

a. Have your computer turned OFF.

b. Turn on your TV set.

c. Insert the ENNUMEREIGHT cassette into the program recorder's cassette holder and press REWIND on the recorder until the tape rewinds completely. Then press PLAY to prepare the program recorder for loading the program.

d. Turn on the computer while holding down the START key.

e. When you hear a beep, release the START key and press the RETURN key. The program will load into computer memory and start automatically. Loading takes about 5 minutes.

If you have the diskette version of ENNUMEREIGHT:

a. Have your computer turned OFF.

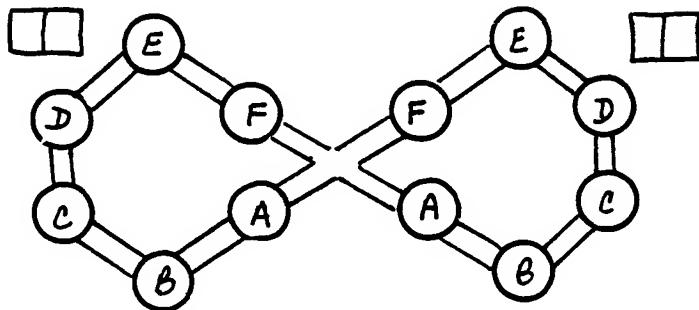
b. Turn on your disk drive.

c. When the BUSY light goes out, open the disk drive door and insert the ENNUMEREIGHT diskette with the label in the lower right-hand corner nearest to you. Close the door.

d. Turn on your computer and your TV set. The program will load into computer memory and start automatically.

## THE FIRST DISPLAY SCREEN

When the program has loaded into computer memory, the play screen appears. It looks something like this:



ENNUMEREIGHT  
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Figure 1 First display screen

There are two sets of six circles, twelve circles in all, lying along a circuit in the form of a figure eight on its side. These circles will later contain numbers. If you wish to change the color scheme press the SPACE BAR. To start selecting game options at once, press the RETURN key or the SPACE BAR, or wait a few seconds. Option selection starts automatically.

## PROGRAM OPTIONS

The options appear on two lines near the bottom of the screen. The program displays the option and lists the choices available. After you make your choice, tell the computer by pressing a single key that represents the choice you've made. For example:

```
-----  
SELECT 1,2, OR 0  
NUM. OF PLAYERS  
-----
```

Figure 2 Select number of players

When you've made a choice, it appears at the right of the screen.

You have up to 25 seconds to choose an option. If you don't respond in that time the computer automatically selects an option for you, as follows:

Points per circle: 4  
Number of players: 0  
Level of play: 3  
Side to start: L

If you press a key that the program doesn't recognize, the screen colors change and you get another 25 seconds to decide what to select.

When you enter your choice for an option, usually (but not always) the program displays the selection you made, as follows:

```
-----  
SELECTED 0  
NUM. OF PLAYERS  
-----
```

Figure 3 "SELECTED" message

You can remove this 'SELECTED' message by pressing the RETURN key or the SPACE BAR. The next option appears or the game starts. Or you can wait a few seconds. The next option automatically appears, or the game starts. The 'SELECTED' message only stays on the screen for a few seconds. Press the BREAK key to re-start option selection.

The options and the order of appearance are:

#### (1) POINTS PER CIRCLE

The starting number of points placed in all the circles can be any number from 4 to 8. When you select a higher number of points, the game takes longer to reach a finish. It may not be more difficult, but you may have to think harder when you calculate each move.

When you select the number of points, your choice is displayed as a number in each circle. No 'SELECTED' message appears. (At this time the

score total displays near the top of the screen are at zero.) The next option message is displayed immediately.

(2) NUMBER OF PLAYERS

- 0 - computer plays against itself
- 1 - you play against the computer
- 2 - two players

(3) LEVEL OF PLAY

The computer can play on 7 levels from 0 (easy) to 6 (difficult). At level 0, it chooses a move at random. For levels 0 to 4 the computer takes very little time to think out its move. At level 5 it may take up to 5 seconds. When two players are playing, Option 3 isn't available.

(4) DO YOU WANT THE LEFT OR RIGHT SIDE?

(Option when 1 player is selected)  
Reply either L for left, or R for right.

(5) DO YOU WANT TO START?

(Option when 1 player is selected)  
Reply either Y for yes, or N for no.

(6) SIDE TO START

(Option when 0 or 2 players is selected)  
Reply either L for left, or R for right.

## Playing ENNUMEREIGHT

### TAKING YOUR TURN

Each side moves alternately. The number displayed in each circle indicates the number of points currently contained in that circle.

To make your move, select a circle on your side that contains at least one point. Press the key for the letter of the circle you've chosen (A,B,C,D,E, or F). When you do:

- The points are removed from the circle.
- The circle is set at 0.
- One point is added to each circle,  
up to the number that was in the circle  
you picked
- The points are added to every circle on  
the figure eight path

The last circle to receive a point may lie in your opponent's side. If the added point brings the total to precisely two or three points you win these points. If the circle before the last one is also on your opponent's side and also holds precisely two or three points, you win those points too. You continue moving back one circle and winning points until a circle on your side is reached or you back up to a circle that doesn't show two or three points. All the points you win are removed from the circles, collected together, and added to your score, shown near the top of the screen.

Here's an example of a sequence of two moves (with left to move first) where each side happens to win some points on its move.

Starting position:

|                   |                   |
|-------------------|-------------------|
| Left A B C D E F, | Right A B C D E F |
| 5 1 4 3 4 6       | 0 1 2 2 6 2       |

Left selects E

Then after move but before captured points are collected:

|                                  |                          |
|----------------------------------|--------------------------|
| Left A <u>B</u> C D E <u>E</u> , | Right A <u>B</u> C D E F |
| 5 1 4 3 0 7                      | 1 2 3 2 6 2              |

Left has won 5 points from Right's circles B and C.

|                          |                                 |
|--------------------------|---------------------------------|
| Left A <u>B</u> C D E F, | Right A <u>B</u> <u>C</u> D E F |
| 5 1 4 3 0 7              | 1 0 0 2 6 2                     |

Right selects F

Then after move but before captured points are collected:

|                          |                                 |
|--------------------------|---------------------------------|
| Left A <u>B</u> C D E F, | Right A <u>B</u> C D E <u>E</u> |
| 6 2 4 3 0 7              | 1 0 0 2 6 0                     |

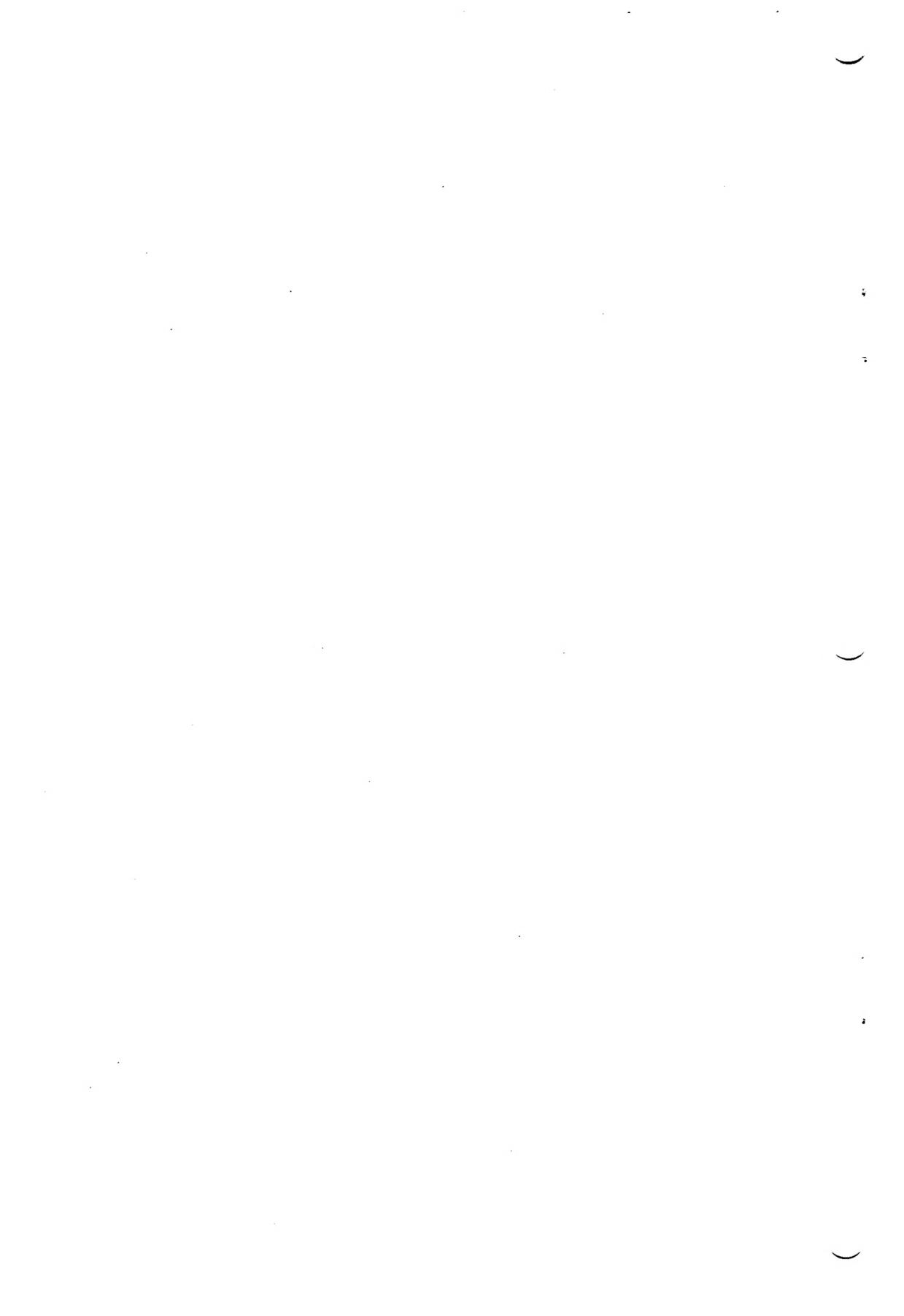
Right has won 2 points from left's circle B. The two points are removed and added to the score.

|                          |                          |
|--------------------------|--------------------------|
| Left A <u>B</u> C D E F, | Right A <u>B</u> C D E F |
| 6 0 4 3 0 7              | 1 0 0 2 6 0              |

## SPECIAL KEYS

If you press the BREAK key during game play the action is suspended. To continue press the RETURN key. Press the SPACE BAR during a move (when it isn't suspended) to produce a new color.

When the computer plays against itself, a new color scheme is automatically introduced at intervals of between 5 and 40 seconds. You can abandon the game at any time and start a new one by pressing the SYSTEM RESET key.





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## Review Form

We're interested in your experiences with APX programs and documentation, both favorable and unfavorable. Many of our authors are eager to improve their programs if they know what you want. And, of course, we want to know about any bugs that slipped by us, so that the author can fix them. We also want to

know whether our instructions are meeting your needs. You are our best source for suggesting improvements! Please help us by taking a moment to fill in this review sheet. Fold the sheet in thirds and seal it so that the address on the bottom of the back becomes the envelope front. Thank you for helping us!

1. Name and APX number of program.

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2. If you have problems using the program, please describe them here.

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3. What do you especially like about this program?

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4. What do you think the program's weaknesses are?

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5. How can the catalog description be more accurate or comprehensive?

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6. On a scale of 1 to 10, 1 being "poor" and 10 being "excellent", please rate the following aspects of this program:

- Easy to use
- User-oriented (e.g., menus, prompts, clear language)
- Enjoyable
- Self-instructive
- Use (non-game programs)
- Imaginative graphics and sound

7. Describe any technical errors you found in the user instructions (please give page numbers).

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8. What did you especially like about the user instructions?

---

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9. What revisions or additions would improve these instructions?

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10. On a scale of 1 to 10, 1 representing "poor" and 10 representing "excellent", how would you rate the user instructions and why?

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11. Other comments about the program or user instructions:

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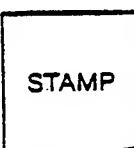
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From

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